
Title: The Book of Amber Runes. Volume One

Author: Transcriber, Bink

Welcome O Pilgrim:
Take up and guard
this book of arcane
runes; it contains the
tools of thy new
power. No longer art
thou an Initiate of the
Fifth
Runes holds no power
here. Surviving the
spiritual
transfiguration of the
Great Stygian Abyss
hath earned for thee
the Mantle of Adept
of the Sixth Circle.
Few indeed have the
strength or skill to
cross the Abyss.
Study and use wisely
the powerful
knowledge contained
herein. Their careful
use will enable thee to
succeed in any quest.
Squandering their
strength will bring
about thy ruin. May
thou live and grow
wise in interesting
times!

The Druid
Selzhanik, Arch
Mage, keeper of the
Ninth Circle

A. REPOND

There was a time, long
ago, when the lands
were free of the
wretched creatures
known as Orcs,
Goblins, and Trolls.
These creatures did

not evolve naturally,
but rather are the
magical mutations
performed by
demented magicians.
Now these creatures
have prospered
through many
generations and their
horrors are well
known. Have with thy
person a staff of
Yew, preferably cut
from a hard and fine
grained sapling. If
Orcs, Goblins, or
Trolls threaten thy
party, raise thy staff
before them and speak
the name of this Rune
of dispelling. By
casting this Rune,
thou shalt be
attempting to dispel
the magic which is
part of their inner
being.

B. MITTAR

Place upon thy palm
and close in a strong
fist any small
projectile of wood or
stone. Strike it once
upon thy breast,
while chanting
the incantation of
Mittar: MANJI
MULA NESPON
LEVIMITTAR
NOPSEN ALUM
CAVI
Hurl this talisman
toward thine enemy.
Magic in the form of
a shimmering sphere
of iridescent light will
spring from thy hand
to strike thy foe. The
magic contained
therein will enter his
body and disrupt his
life force. Depending
on the skill and
concentration invested
in its
spell can deliver the
blow of an insolent

child or a stalwart
knight.

C. LORUM

Before entering any
dungeon, cave, or even
houses with unsteady
lanterns, be sure that
thou hast propertied a
goodly supply of
Lorum dust. This is
easily done by
collecting the fine
dust from a spider's
bath which has been
warmed by strong sun
for many hours.

Gather the dust into a
chamois bag and seal
the sun's energy
within it by singing
these words: OBREY
URICUM OBLA
SUM

To release the
energy, chant these
same words in
reverse order and cast
a small portion of dust
into the air. A warm,
soft, magical light of
short duration will be
produced.

D. DOR ACRON

Very useful when one
desires to bypass a
particularly
bothersome portion of
a dungeon. Dor Acron
is cast with the air of
the left forepaw of a
badger. Store the paw
with care, for if it is
damaged in any way,
which should hinder
the badger's
movement, thy way
will be similarly
impeded. Having made
these preparations,
when thou desires to
enact the augury,
gather thy party into a
ring. While holding
the paw, chant this
ancient rhyme:
LIEDLAN SPULGER

IDSKRINGRUEN
BEAST TRENTLE
BAN

When this spell
cast, the mage and
his companions will be
transported to the next
lower level of
inhabitation.

E. SUR ACRON

This rune is closely
related to Dor Acron,
direction being the
only difference in
effect. In this case
the dried wing of a
bird is needed. The
bird must be shot
through the
with an arrow,
whilst in
flight. Thread the
wing on a leather
thong and tie it to the
tip of thy staff. Once
again, gather thy
party into a ring and
while holding the
wing intone this verse
of magical movement:

LIEDLAN SPULGER
IDSTRINFAUN
BEAST FENTRI
CHEM

As the words
chanted thy party
will be lifted through
the floor above thee to
the dungeon's next
higher level.

F. FULGAR

This incantation is a
powerful weapon in
battle. It requires a
golden rod wrapped
with iron and a vial of
magical water collected
from a meadow pond at
the very moment
lightning touches its
surface. Keep the vial
sealed until battle is
nigh. Then touch the
rod to the vial and level
it at thy foe whilst
shouting these words:

FLAMIN FLEETIS PONDI

All of the energy will be conducted through the golden rod, and a fiery ball will spin a searing path toward thine enemy. It will unfailingly strike him with a force strong enough to kill most common men and cause great damage to beasts of greater strength.

G. DAG ACRON

This incantation requires that a pattern of rays extending from a common origin be drawn on the ground whilst the following chant is recited: DAG FULNUS

ACRON FRIEDA

ACRON BOONT

As each ray is drawn a member of thy party will disappear and then with the final stroke thee too shall vanish. In the next moment at some random location on the terrestrial plan, each of the members of thy part and finally thyself will appear. This run can only be used on the Sosarian surface. It will always take thee someplace, but thy destination is a matter of speculation.

H. MENTAR

In order to cast this most terrifying spell, an oak gall must be collected of the sort most often found on ancient trees in dark and gloomy forest folds. Dip the oak gall in molten wax while chanting this verse

from the tome of
Mantar: ZANBAR
LEECHEN CERDI
MENTAR

Then, when battle is
upon thee, crush the
oak gall within thy
hand. As the gall
collapses, a blue ball
of screaming horror
will fly toward thine
enemy. It will invade
his mind, and
irreparably corrupt
his mental process, in
direct
thine own intelligence.